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**Data Structures & Algorithms for Games & Simulation II**

**IGME 309**

**Axis Aligned Bounding Box (AABB)**

This exercise follows lecture D09

1. Under \_Binary look for the example solution. It will look like this when the creeper is moved:

A screenshot of a computer

Description automatically generated

1. Out of the box the yellow box the collision does work, it will default to true (its always colliding even if its not) for this exercise you need to fix the collision. Assume all code in Rigid body is working except for the collision.
2. For this you will need to follow the comments found in the method IsColliding under RigidBody.cpp:

//TODO: Check if they are not colliding if at least

//one of the following 6 conditions are true

//This is to the Left of Other

//This to the Right of Other

//This Below Other

//This Above Other

//This Behind of Other

//This In front of Other

1. You are only modifying the RibigBody.cpp so this is the only file you need to submit

